ALDUS®

Addendum

New and enhanced tools and features in SuperPaint 3.5

Version 3.5 for use with Apple® Macintosh® computers

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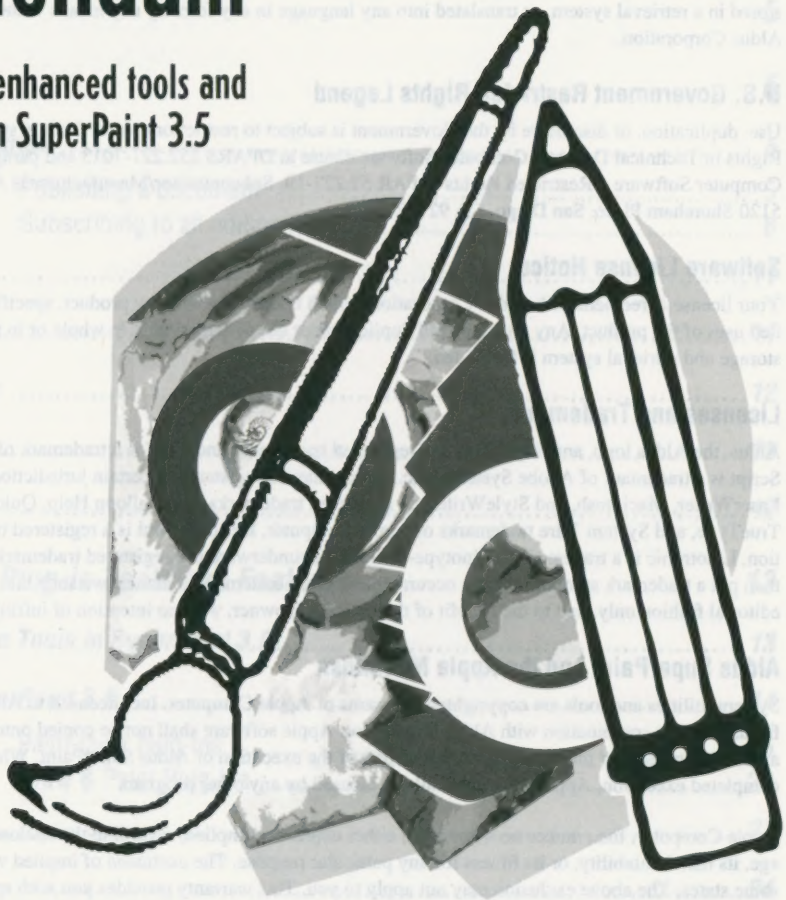

Version 3.5 for use with Apple® Macintosh® computers

SuperPaint®

First Edition

June 1993

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Introduction

Welcome to Aldus® SuperPaint® 3.5. You'll find many new features and enhancements to this new version. Please refer to this addendum for details on what's new and improved, and enjoy the program — your input and support have helped us bring you this upgrade.

System 7 Features

Aldus SuperPaint 3.5 is fully compatible with Apple system software versions 7.0 and later, and takes advantage of System 7™ features. However, SuperPaint 3.5 does not *require* System 7 to run; it will run on System 6.0.5 or later.

Publish and Subscribe

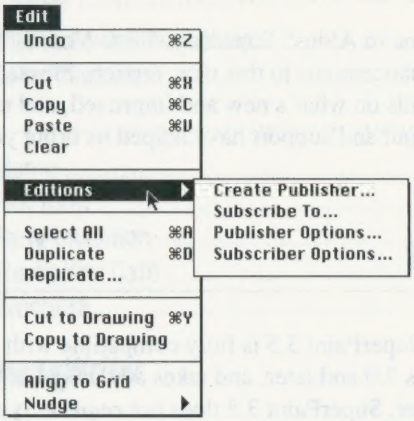
The Publish and Subscribe features are available only if you are running System 7.0 or later. SuperPaint 3.5 lets you use these features to share image data with other applications in such a way that, when changes are made to the original image, the other documents that are sharing the image data will be updated with those changes.

Publishing a document

Suppose, for example, you want to use a SuperPaint graphic to embellish a page-layout document. You can "publish" the current SuperPaint document containing the graphic, creating an "edition" file that contains a PICT of the contents of the published document, and the page-layout document can "subscribe" to that edition file. If you decide later to make changes to your published SuperPaint document (known as the "Publisher"), the subscribed image (the "Subscriber") in the page-layout document may be either automatically or manually updated to reflect your changes.

The Publish commands

These commands are found in the **Editions** submenu of the Edit menu:

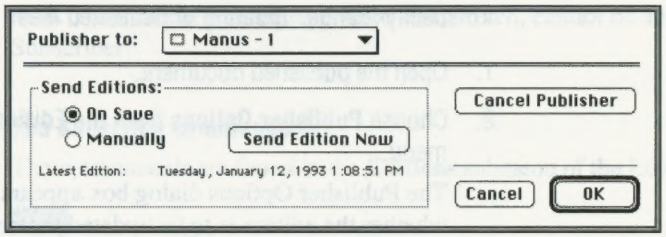


Note: The **Editions** submenu is unavailable when the SuperBits editing window is open, when the Text tool is active, or when you are running under systems earlier than System 7.

Create Publisher presents the Create Publisher dialog box; you can publish the current document, making it available for subscription by other applications (the keyboard shortcut for this menu command is Command-Option-C).

Note: The **Create Publisher** command is unavailable when your operating system is earlier than version 7.0, when the SuperBits editing window is open, when the Text tool is active, or when the document is already published.

Publisher Options presents the Publisher Options dialog box; this is available once the document has been published. You can specify whether to update editions automatically when you save the Publisher file, or manually using this dialog box. The *Send Edition Now* button lets you update an Edition manually; the *Cancel Publisher* button stops all publishing activity for this Publisher.



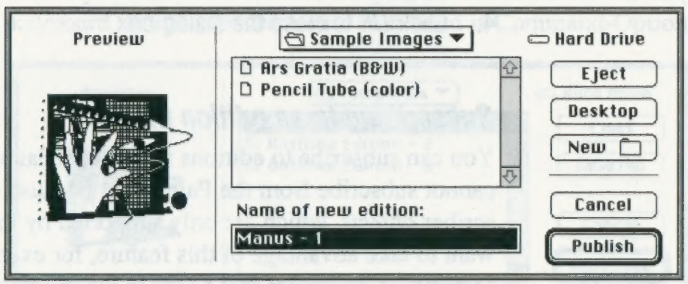
The Publisher Options dialog box.

Note: None of the commands in the **Editions** submenu, *except* **Subscribe To**, can be reversed using the **Undo** command.

To publish a SuperPaint document:

1. Open or create the SuperPaint document containing the graphic(s) you wish to Publish.
2. Choose **Create Publisher** from the **Editions** submenu in the Edit menu.

   The Create Publisher dialog box appears. You can name the edition file, and specify where it is to be saved. A preview shows a representation of the image to be published.



The Create Publisher dialog box.

3. Click *Publish.*

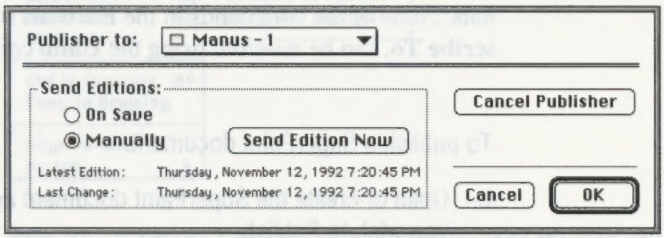
   An edition file will be saved in the specified location.

When you save changes to a document that has been published, the associated edition will be automatically updated. However, if you don't want your edition automatically updated, you can specify manual updating.

To specify manual updating of published files:

1. Open the published document.
2. Choose **Publisher Options** from the **Editions** submenu in the Edit menu.

   The Publisher Options dialog box appears. You can specify whether the edition is to be updated automatically when you save the document containing the Publisher, or manually updated using this dialog box.



The Publisher Options dialog box.

3. Click the *Manually* option.

   Now any editions will be updated only when you click the *Send Edition Now* button.

4. Click *OK* to close the dialog box.

Subscribing to an edition file

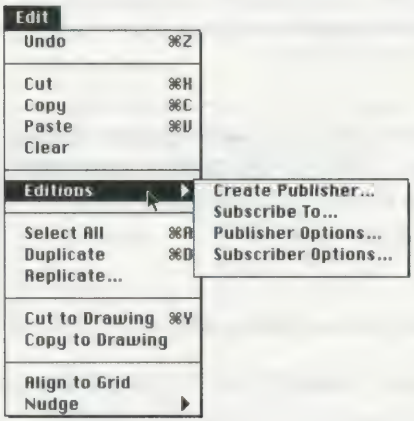
You can subscribe to editions from SuperPaint's Draw layer (you cannot subscribe from the Paint layer because editions create Subscriber *objects*, which are only supported by the Draw layer). You may want to take advantage of this feature, for example, when creating a SuperPaint document that needs to incorporate a logo or clip art created in another program. The logo can be published from the program that created it, and you can subscribe to it from SuperPaint's Draw layer. Any changes made to the logo in its source document will be automatically reflected in your SuperPaint file.

Note: If you subscribe to an edition file from the Draw layer, then cut the Subscriber to the Paint layer, the subscription is canceled and the Subscriber becomes a standard bitmapped image in the Paint layer.

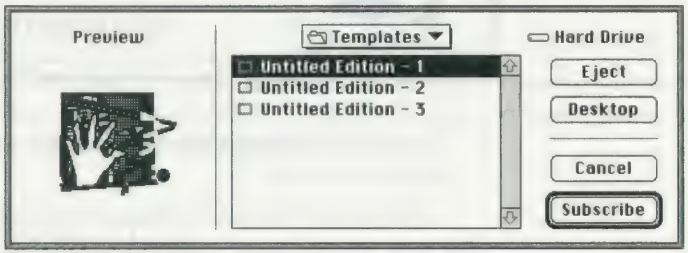
Note: Transformations, except Scale and Stretch, cannot be applied to a Subscriber.

The Subscribe commands

These commands are found in the **Editions** submenu of the Edit menu:



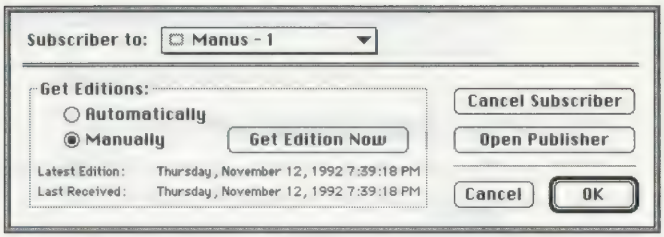
Subscribe To is available in the Draw layer only; the Subscribe To dialog box is presented. You can locate and select the edition files to which you want to subscribe, and preview the selected edition (the keyboard shortcut for this menu command is Command-Option-V).



The Subscribe To dialog box.

Note: This command is not available if a Draw-layer graphic is in reshape mode.

Subscriber Options presents the Subscriber Options dialog box (you can also access this dialog box by double-clicking a Subscriber). You can specify whether Subscribers are updated automatically when the published file is saved, or manually using this dialog box.



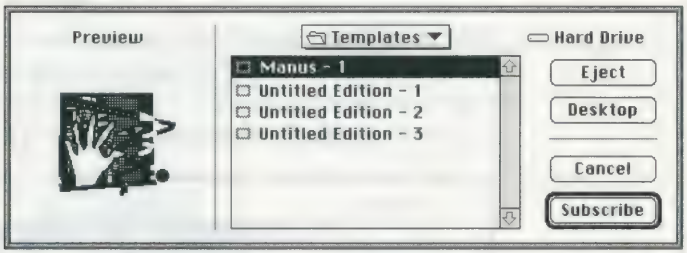
The Subscriber Options dialog box.

Note: Subscribers will not be updated if they are in an inactive open document, or if the Paint layer is active; any Subscribers that need updating will be updated when you activate the document or switch to the Draw layer.

To subscribe to an edition file:

1. Choose **Subscribe To** from the **Editions** submenu in the Edit menu.

   The Subscribe To dialog box appears.



2. Use the scrolling list to locate and select the edition to which you wish to subscribe.

   A preview of the edition appears in the dialog box.

3. Click *Subscribe*.

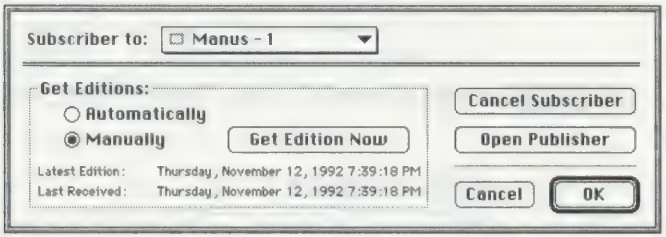
   The selected edition appears in your document.

Any changes made to the edition will be automatically reflected in your document. However, if you don't want your Subscribers automatically updated, you can specify manual updating with the **Subscriber Options** command.

To specify manual updating of Subscribers:

1. Select the Subscriber by clicking it with the Selection Arrow.
2. Choose **Subscriber Options** from the **Editions** submenu in the Edit menu.

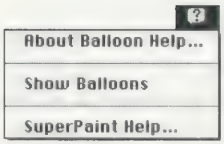
   The Subscriber Options dialog box appears. Alternatively, you can simply double-click the Subscriber to open the Subscriber Options dialog box.



3. Click the *Manually* option.

   Now your Subscriber will not be updated until you click the *Get Edition Now* button.

4. Click *OK* to close the dialog box.



Help Menu

Under System 7.0 and later, the on-line help command is found in the Help menu instead of the Apple menu (as it is in SuperPaint 3.0). The command name is **SuperPaint Help**.

Balloon Help

SuperPaint 3.5 takes advantage of System 7's Balloon Help™ to bring you context-sensitive information on SuperPaint's menus and dialog boxes. When **Show Balloons** is chosen from the Help menu (under the icon in the right corner of the menu bar), you'll see a "cartoon balloon" containing instructions or an explanation of whatever button or menu item the pointer is currently over.

32-bit Addressing

SuperPaint 3.5 is compatible with 32-bit addressing. 32-bit addressing allows applications to access more than 8 megabytes of RAM (provided more than 8MB is installed in the machine). If you work with large images, you'll find this feature extremely useful because it allows you to store a larger portion of your images in RAM, instead of on a relatively slow virtual-memory hard disk. This means that, under System 7, you'll have greater speed when working with large images in SuperPaint.

If your Macintosh supports 32-bit addressing, you can select 32-bit addressing by changing the setting in the Memory Control Panel. Restart your computer after changing this setting.

Virtual Memory

Virtual memory is a feature of the system software designed to let you access more memory than the amount of RAM in your computer; it uses hard disk space when the available RAM "runs out." SuperPaint 3.5 has a virtual-memory management scheme that is compatible with, but independent from, System 7's virtual-memory scheme.

Note: If you are running under an earlier system than System 7, you still have virtual memory capability because that feature is built into SuperPaint.

If you don't have enough RAM in your system to meet your normal needs, you could purchase and install more RAM. But if the occasions when you require extra RAM are too rare to justify purchasing more, you can use virtual memory — just be aware that it's designed only for accommodating your peak needs. Using virtual memory will noticeably slow your system down; you should use it only when working on a *document* that requires more RAM than your system contains.

You may want to turn off System 7's virtual memory (change the setting in the Memory Control Panel) if you notice an impairment of SuperPaint's performance while working with large images. Restart your computer after changing this setting.

TrueType

SuperPaint 3.5 supports Apple's TrueType™ font format, introduced with System 7. TrueType fonts don't use separate screen and printer fonts, and don't require separate screen fonts for different sizes. A single TrueType font file allows a font to be displayed on your screen clearly and without jagged edges at any size, and printed at full printer resolution to any dot-matrix, QuickDraw™ or PostScript™ printer. This means you can use any font size and get the best results.

New and Enhanced Plug-in Tools and Features

Plug-ins are tools that can be added to or removed from the program at the user's discretion. When plug-ins are placed in the SP Pouch, they're automatically added to the appropriate tool palettes and available for use the next time you open the program.

You'll notice that the tool palettes in version 3.5 have expanded to include a number of unique new plug-in tools. In addition, many of the existing tools have been enhanced to include support for pressure-sensitive tablets. Choose **About SuperPaint** from the Apple menu and click the *Plug-ins* button for specific information about each plug-in tool.

Pressure-sensitive Tools in SuperPaint 3.5

These tools in SuperPaint 3.5 include support for pressure-sensitive tablets: the Calligraphy Brush, Texture Brush, Twister, Variable-size Eraser, Smudge tool, Spin tool, Charcoal and Magic Marker. They're located on the Brushes pop-up palette on the Tools palette. To draw or paint with any of them, use the pen the same as you'd use the mouse; to take advantage of the pressure-sensitivity feature for the Calligraphy Brush, Charcoal and Magic Marker tools, make sure to select the *Pressure* option in the tool's dialog box (double-click the tool's icon to display its dialog box). The Calligraphy Brush takes advantage of tilt sensitivity if your tablet supports it.

Note: You can simulate these tools' (except the Texture Brush and the Smudge tool) pressure-sensitive features even if you don't have a pressure-sensitive tablet; make sure *Mouse Speed* is selected in the tool's dialog box, then use the mouse to paint, controlling the pressure-sensitive features from the keyboard or with mouse speed. Alternatively, select *Pressure*, and control the pressure-sensitive features from the keyboard.

Calligraphy Brush — When *Pressure* is selected in the dialog box, you can control the "flow" of "ink" to the pen point by the pressure you exert on the pen. If you don't have a pressure-sensitive tablet, this flow can also be controlled by the speed of the mouse, and by pressing the keys Q through I when Caps Lock is pressed; Q produces the heaviest flow, while I produces the lightest flow. Use the keys 1 through 8 to change your brush shape; these keys correspond to the eight brush shapes in the Calligraphy Brush dialog box.

Texture Brush — Use pressure to control the spray-size area, and pen tilt to control the flow amount. To simulate pressure sensitivity from the keyboard, press keys 1 through zero along the top of your keyboard, or press the "+" and "-" keys. Use keys Z through M to control the density of the flow.

Twister — Use pressure to control the mix-size area. To simulate pressure sensitivity from the keyboard, press keys 1 through 4; 1 produces the smallest area of diffusion, and 4 the largest diffused area.

Variable-size Eraser — Use pressure to control the eraser size. To simulate pressure sensitivity from the keyboard, press keys 1 through 4; 1 erases the smallest area, and 4 the largest.

Smudge tool — Use pressure to control the smudge amount, from light to heavy.

Charcoal — Use pressure to control charcoal density; new charcoal shapes can be selected from the keyboard (using keys 1-6), or from the Charcoal Settings dialog box. To take advantage of pressure-sensitive features without a tablet, select the *Mouse Speed* option in the tool's dialog box.

Magic Marker — Four types of markers are available (using either the keyboard or the Magic Marker Settings dialog box) for this new tool; pressure regulates the size of the stroke. Tilt controls the shape of the Marker tip. To take advantage of pressure-sensitive features without a tablet, select the *Mouse Speed* option in the tool's dialog box.

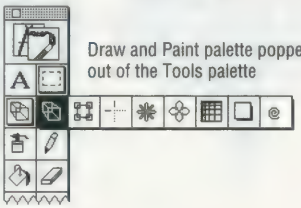
Spin tool — Use pressure to make the tool "grow" or "shrink" by clicking the appropriate settings in the Spin Tool Settings dialog box.

Note: When you select this tool from the Brushes pop-up palette, a Spin menu is added to SuperPaint's menu bar; use the commands in this menu to change the shape of the tool.

New Tools in SuperPaint 3.5

In the Paint-layer Brushes pop-up palette, you'll find three new tools: the Copy Brush, the Magic Marker and the Variable-size Eraser; these brushes are available in the Paint layer only. Three more new tools appear on the Draw & Paint Plug-ins palette and are available in both layers: the Crop Mark tool, the Flowers tool and the Grid tool.

Brushes palette popped out of the Tools palette



Draw and Paint palette popped out of the Tools palette

Paint-layer plug-ins

The following new plug-in tools are available in the Paint layer of SuperPaint 3.5:

Copy Brush

The Copy Brush paints a pixel-by-pixel duplicate of a selected "reference" image or area — either into the same document, or into another SuperPaint document. In other words, you can select any image or area in the Paint layer (using the special Copy Brush menu, available only when the Copy Brush is selected), then use the Copy Brush to paint, stroke by stroke, a duplicate of what you've selected.

Note: You can also use the Copy Brush to copy an image or area from the Edit SuperBits window to the Paint layer of a document, and vice versa.

You can specify whether this duplicate is an exact ("straight") copy of the reference image, or its appearance is modified using one of the visual effects available in the Copy Brush Settings dialog box. You can also specify whether the duplicate is aligned with or offset from the reference image.

To establish your reference image:

1. Select the Copy Brush tool from the Brushes pop-up palette on the Tools palette.
2. Choose **Select reference image** from the special Copy Brush menu that is added to the menu bar when you select the tool.

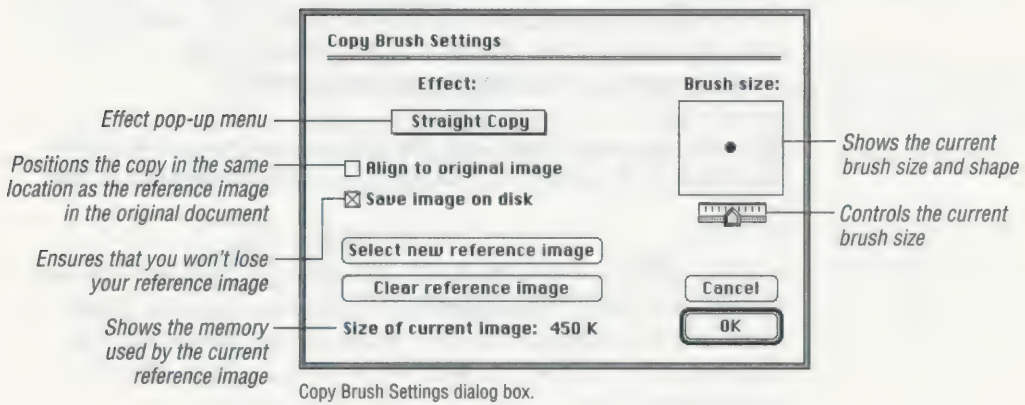
   The cursor changes to a crosshair.
3. Select the area of the Paint layer you wish to copy. A single click in the document selects the entire Paint layer (or the entire working area in a virtual document); drag to select a smaller area.

Note: To select a reference image without using the Copy Brush menu, simply select the tool, then press the Option key while clicking or dragging your selection.

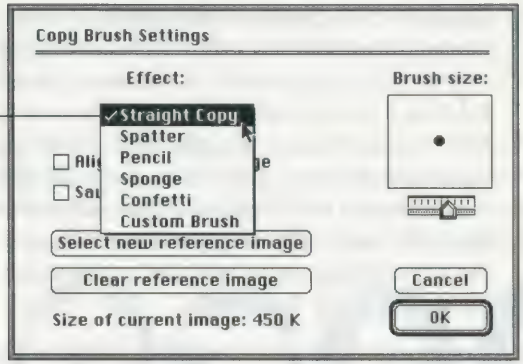
Once the reference image is selected, you can either open a new document in which to paint the duplicate, or paint it in the same document.

Note: If you are working with a large reference image, you may need to increase the memory partition for SuperPaint.

To display the Copy Brush Settings dialog box, double-click the tool's icon on the Tools palette (or choose the **Settings** command from the Copy Brush menu). Use the *Effects* pop-up menu to select any of the different effects for reproducing your reference image. The default effect is **Straight Copy**, which uses the current brush shape to paint an exact reproduction of the reference image. Change and edit brushes as usual using the **Brush Shapes** command in the Options menu.


Copy Brush Settings
Effect:
Brush size:
Straight Copy
Align to original image
Save image on disk
Select new reference image
Clear reference image
Size of current image: 450 K
Cancel
OK
Effect pop-up menu
Positions the copy in the same location as the reference image in the original document
Ensures that you won't lose your reference image
Shows the memory used by the current reference image
Shows the current brush size and shape
Controls the current brush size

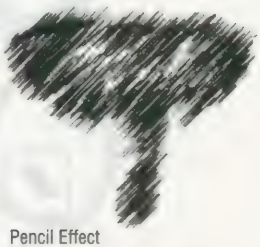
Copy Brush Settings dialog box.



Effect pop-up menu in the Copy Brush Settings dialog box

Straight Copy Effect

Spatter Effect



Pencil Effect

Sponge Effect

Confetti Effect

Custom Brush Effect

Check the *Align to original image* option when you want to paint your duplicate of the reference image in a new document in the same position as the original (or paint over your original image using the special Copy Brush effects) (this option is not selected by default). Otherwise, the duplicate will be painted wherever the pointer is positioned when you press the mouse button to begin. When this option is selected, you can change effects and continue painting without losing your alignment with the original image.

Note: When the *Align to original image* option is selected, the Copy Brush will paint only within the area of the document corresponding to the selection area of the reference image in the original document.

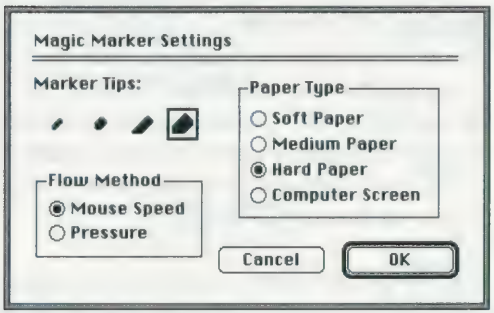
Check the *Save image on disk* option to avoid losing your reference image. SuperPaint will create a file in the SP Pouch and write the reference image to that file. Otherwise, the reference image is stored in RAM and may be purged if memory is needed for other operations. When using the *Save image on disk* option, you should be aware that the reference-image file remains in the SP Pouch unless you throw it away or select the *Clear reference image* option. The dialog box also shows the size of the current reference image, and contains a display of the current brush shape and size, with a slider to change the size (left for smaller, right for larger).

You can click the *Clear reference image* button when you are finished with the reference image and want to release the memory used to retain it. If the image has been saved to disk, this will delete the file from disk. Alternatively, you can choose the **Clear reference image** command in the Copy Brush menu.

Magic Marker

The Magic Marker provides four brush shapes that mimic magic marker tips, producing a fuzzy stroke of varying thickness. To paint with the tool, select its icon from the Brushes pop-up palette on the Tools palette and drag in the document window. Tip shape can be controlled from either the keyboard or the Magic Marker Settings dialog box. When used with pressure-sensitive tablets, the size of the stroke is regulated by the pen's pressure controls; the tilt regulates the orientation of the Marker tip.

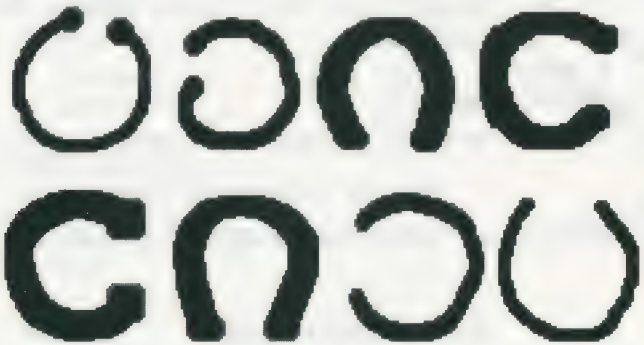
To display the Magic Marker Settings dialog box, double-click the tool's icon on the Tools palette; you can specify the shape of the *Marker Tips*, *Flow Method* and *Paper Type*. As an alternative to clicking the *Marker Tips* icons in the dialog box to change the tip shape, you can simply press keys 1-4 on the keyboard (1 is the thickest tip, 4 is the finest).



The Magic Marker Settings dialog box.

Note: The Magic Marker tool only works with SuperPaint's transfer modes when the *Computer Screen* paper type is selected in the tool's dialog box.

Click *Mouse Speed* when you want to control line thickness with the mouse; click *Pressure* to use the Magic Marker with a pressure-sensitive tablet and pen. The *Paper Type* options control the "bleed" of the ink; the softer the paper, the more bleed is produced.

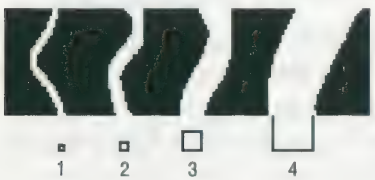


Examples of painting with the various Marker Tips and Paper Types available.

Variable-size Eraser

This new tool lets you vary the size of the Eraser using either the keyboard or a pressure-sensitive pen and tablet. To use the tool, select its icon from the Brushes pop-up palette on the Tools palette and drag in the document window. To change its size, press keys 1 through 4 (1 is the smallest size; 4 is the largest), or adjust the pressure you exert on the pen.

Double-click the Variable-size Eraser's icon to display a box that explains how to change its size.



Bubbles

In SuperPaint 3.5, the Bubbles tool has been moved from the Draw & Paint plug-ins palette to the Brushes palette, making it a Paint-layer-only tool.

The Bubbles tool produces a stream of round bubbles that vary in size according to the speed and direction of the pointer movement. The bubbles are outlined by lines of the current Line Fill and Line Widths, and filled with the current Area Fill.

Top: Bubbles
Center: Option-bubbles
Bottom: Command-bubbles

To use the tool, select it from the Brushes palette, and drag in the document window.

Modifiers

- Press the Option key to produce oval-shaped bubbles.
- Press the Command key to produce squares.
- Press Command-Option to produce rectangles.

Draw & Paint Plug-ins

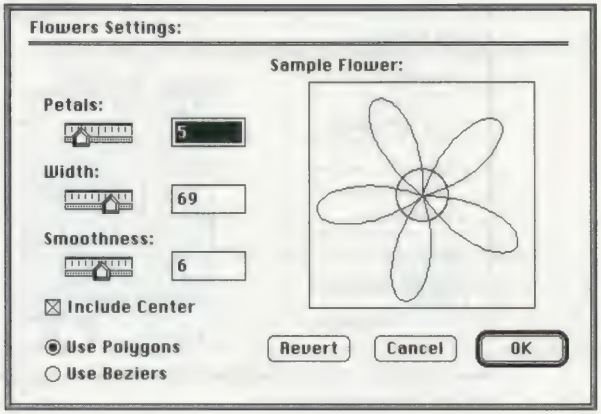
The following new plug-in tools work in both the Paint and Draw layers of SuperPaint 3.5, and are found on the Draw & Paint Plug-ins pop-up palette on the Tools palette:

The Draw & Paint Plug-ins palette.

Flowers

The Flowers tool produces different sized and shaped patterns that look like flowers. You can adjust the number, width and smoothness of the "petals" in the Flowers Settings dialog box.

To use the Flowers tool, select it from the Draw & Paint Plug-ins palette in the Tools palette and drag in the document window. To display the Flowers Settings dialog box, double-click the tool's icon on the Draw & Paint plug-ins palette. Either drag the sliders or type a number into the appropriate box to set the number, width and smoothness of the petals; you can specify whether the center of the flower is drawn, and whether the flower you draw will be made up of sets of straight lines (click *Use Polygons*), or sets of curves (click *Use Beziers*). The *Use Polygons* and *Use Beziers* options are available in the Draw layer only. The preview displays an outline view of the flower you've specified; when you use a fill other than *None* for a flower in which the petals overlap, the actual flower you draw will differ slightly from the preview.

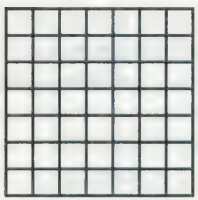


The Flowers Settings dialog box.

The Flowers tool uses the current Area Fill, Line Fill and Line Width settings.

Grid tool

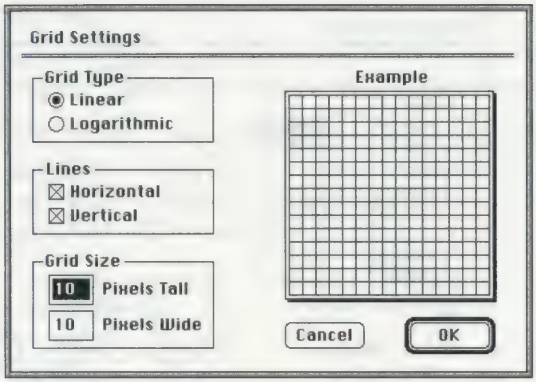
The Grid tool draws out a grid with either linear (evenly spaced horizontal and vertical lines), or logarithmically calculated (unevenly spaced) lines, depending on the settings in the Grid Tool Settings dialog box. You can use this tool to create perspective drawings, for example, as well as grids for tables, lines for forms and other standard uses. The grids you create will use the current Area Fill, Line Fill and Line Width settings.



Linear grid

Logarithmic grid

To use the Grid tool, select it from the Draw & Paint Plug-ins pop-up palette in the Tools palette and drag in the document window. To display the Grid tool dialog box, double-click the Grid tool icon on the palette; you can specify the Grid type, and turn on and off the horizontal and vertical lines. When *Linear* Grid Type is selected, you can set the spacing between both the horizontal and vertical grid lines.



The Grid Settings dialog box.

You can adjust the width of the grid lines using the Line Widths palette.

Crop Mark

The Crop Mark tool quickly creates crop marks for the graphics you design in SuperPaint 3.5. Crop marks are used to indicate, primarily for commercial printers, where an image should be trimmed. By default, crop marks are drawn only in the corners of the rectangle you define with the tool, but you can use the Crop Mark Settings dialog box to specify additional crop marks, the Line Weight (or use the current Line Fill and Line Width in your SuperPaint document), and Fill (or use the current Area Fill in your SuperPaint document).

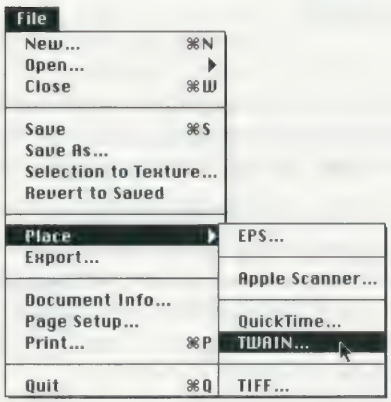
To use the Crop Mark tool, select it from the Draw & Paint Plug-ins palette, position the crosshair pointer at one corner of the desired rectangular area to be crop-marked, and drag to the diagonally opposite corner. Crop marks are shown as you draw, changing position with the size of the rectangle. The background fill, if any, appears after you release the mouse button. In the Paint layer, you can move individual crop marks after creating them by first selecting them with one of the selection tools.

Modifier

- Press the Shift key while dragging to constrain the crop-marked area to a square.

TWAIN

TWAIN is a feature that lets you bring image data — from scanners, for example — directly into SuperPaint's Draw layer as a SuperBits object. The resolution of the SuperBits object is that at which the image was scanned. This feature is actually a plug-in that you can add to or remove from your SP Pouch at any time.



To acquire an image and place it into the Draw layer of your current SuperPaint document:

1. Choose **TWAIN** from the **Place** submenu in the File menu.

   The TWAIN Source Managers dialog box appears, displaying any TWAIN image sources installed on your Macintosh (these image sources are written and provided by scanner manufacturers).

2. Select the image source you want (i.e., the icon representing the scanner you want to use), then click *OK* (or simply double-click the icon).

   The selected image source's acquisition dialog box is presented; the appearance and contents of this dialog box vary from scanner to scanner.

   This dialog box lets you manipulate the scanner and perform operations such as color adjustment.

3. When you're satisfied with the image, click the button that performs the scan.
4. Close the dialog box.

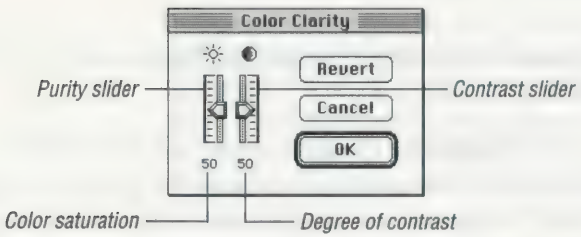
   The scanned image appears in the Draw layer of your SuperPaint document at the resolution at which it was scanned.

   To edit the image, make sure it is selected, then choose **Edit SuperBits** from the Draw menu. For more information on working with SuperBits, refer to the *SuperPaint User Manual*.

Color Clarity

The **Color Clarity** command, found in the Paint menu, lets you control the purity and contrast of the colors in either the Paint layer, or a selection within the Paint layer. This command is actually a plug-in module that you can add to or remove from the SP Pouch at any time.

The Color Clarity control window appears when you choose the command. The Purity slider (on the left) controls the saturation of the colors in your document or selection; for example, when you move the slider up toward 100%, reds become more red and blues become more blue. Conversely, when you move the slider down toward 5%, the colors become more pale.



The Contrast slider (on the right) controls the contrast between shades of the same hue; the contrast becomes more apparent when you move the slider toward 100%, and less apparent when you move the slider toward 5%.

Note: As you move a slider, its effect is immediately visible over the entire monitor screen. However, when you click *OK* to close the Color Clarity control window, the color clarity adjustment you've made is applied only to the Paint-layer selection or the entire Paint layer.

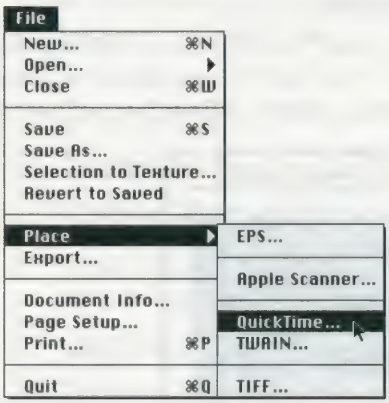
Click *Revert* to return the sliders to the 50% position; click *Cancel* to close the control window without applying any changes you've made.

QuickTime

SuperPaint 3.5 supports QuickTime,™ allowing you to place a single movie frame at a time into the Draw layer as a SuperBits object.

Note: To use QuickTime, you must be running under System 6.0.7 or later (32-bit QuickDraw is required for using QuickTime with systems earlier than 7.0), and the QuickTime system extension must be installed in the System folder.

Choose the **QuickTime** command in the **Place** submenu of the File menu to select and open a QuickTime movie; then use the QuickTime movie controller to view the movie, move forward or backward through the frames, and stop on the frame you wish to place into your document.

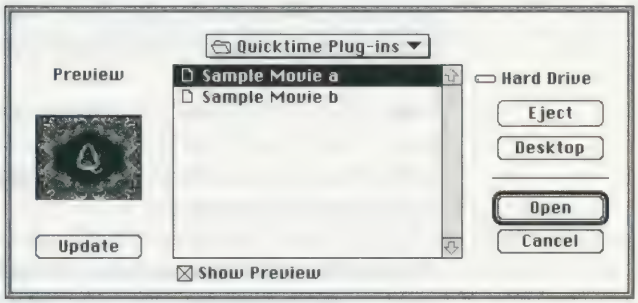


Note: To get the QuickTime system extension, which is required to use the QuickTime plug-in in SuperPaint, see your local software dealer.

To place a frame from a QuickTime movie into the Draw layer of your current SuperPaint document:

1. Choose **QuickTime** from the **Place** submenu in the File menu.

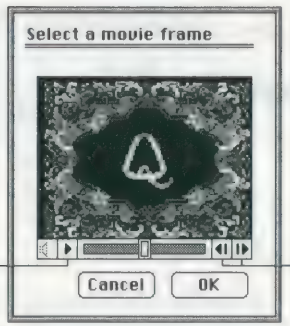
   The QuickTime file selection dialog box appears. You can click the *Show Preview* box if you want to view a representative image of the selected movie in the scrolling list.



The QuickTime file selection dialog box.

2. Locate and select a QuickTime movie file from the scrolling list and click *Open*.

   The QuickTime movie controller appears, presenting the tools you need to navigate through the movie, locate the frame you want, and place it into the Draw layer of your SuperPaint document.



Click this button to play the movie all the way through

Click these buttons to move forward or backward through the movie one frame at a time

3. Click the right-pointing arrow on the left side of the movie controller's tool bar to play the movie all the way through.

   To stop the movie at any time, click this arrow again while the movie is playing.

   Click the speaker icon on the left end of the tool bar to control the movie's volume; a pop-up control box with a slider bar appears.

Click the right- and left-pointing arrows on the right end of the tool bar to move forward or backward through the movie one frame at a time, until you've stopped on the frame you want.

4. When you've located the frame you want to place into your SuperPaint document, click *OK*.

   That frame is placed into the Draw layer of the current document as a SuperBits object.

To edit the image, you can either select it and choose **Edit SuperBits** from the Draw menu, or cut the image to the Paint layer and use the Paint tools.

Note: If the image's resolution is greater than 72 dpi, cutting it to the Paint layer will result in loss of resolution; the resolution of the image will be reduced to 72 dpi.

Using QuickTime to place a Photo-CD image

If you're connected to a Photo-CD device and have installed the Apple Photo Access system extension on your machine, the QuickTime plug-in lets you place images from a Photo-CD into your SuperPaint document at a specified resolution.

To place images from a Photo-CD into your SuperPaint document:

1. Choose **QuickTime** from the **Place** submenu in the File menu.

   A standard file-selection dialog box appears.

2. Locate and select the Photo-CD volume from which you wish to place an image.

3. Select the QuickTime movie file named Slide Show.

   The QuickTime dialog box appears.

4. Use the QuickTime movie controller to preview the thumbnail images within that movie, and select the one you wish to place into your SuperPaint document.

   When a Photo-CD Slide Show movie is selected, the dialog box extends at the bottom to reveal a pop-up menu from which you can select an image resolution.

5. Select the desired resolution for your Photo-CD image.
6. Click *OK*.

   The image is placed into the Draw layer of your SuperPaint document as a SuperBits object, at the specified resolution.

Note: When placing Photo-CD images, you should keep in mind that high resolutions create larger images and use larger amounts of memory.

Templates in SuperPaint 3.5

SuperPaint 3.5 includes professionally designed templates to provide fast solutions — for when you need to create a publication in a hurry, as well as for your ongoing publication needs. You'll find templates for creating brochures, FAX forms, memos, invitations and thank-you cards.

All the templates have been provided in Stationery format, so you needn't worry about accidentally altering the original; every time you open a template, you're actually opening a *copy* of the original.

Use these templates "as-is," or as a starting point to expand with your own ideas — they're fully editable, so you can customize them to suit almost any purpose. Take advantage of the Draw layer's ability to create and easily edit high-resolution text, and create or edit graphics in either layer. Any way you use them, you'll save time and end up with high-quality publications.

Suggested Template Ideas

Here are some suggestions for putting these templates to work to meet your everyday business and personal needs:

Black-and-white machines

- Print them to either a PostScript™ printer (like the Apple LaserWriter®) or a QuickDraw™ printer (like the StyleWriter®), then make photocopies — you can fill these in by hand if desired (e.g., FAX forms).

- Assign one of the eight ImageWriter® II or Scrapbook colors to the document, then print to a QuickDraw printer with a color ribbon, or to any color printer.
- Distribute the document over an electronic-mail network.
- Publish the selection over a network using the System 7 Publish and Subscribe feature.
- Use the document as a starting point to expand with your own ideas. For example, you can replace the graphic elements in these templates with your own — try scanning your own logo and placing it directly into the template document.

Color machines

- All the above black-and-white suggestions apply to color machines as well.
- Assign colors to the template document and print to either a color PostScript printer, a color QuickDraw printer, or an ImageWriter with a color ribbon.
- Selectively assign color to the template document to emphasize key points.

The Templates

To use any of the template documents included with SuperPaint 3.5, open the document in SuperPaint. Then you can edit or manipulate it if you wish, or print it, or distribute it over a network.

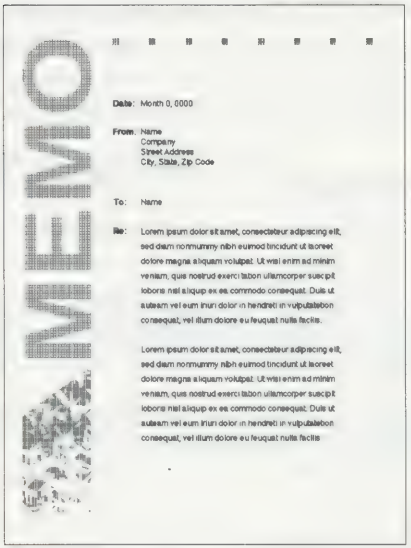
Memo

The Memo template is a one-page, black-and-white 8½" x 11" document. If you have a color Macintosh, simply change the bit-depth (choose **Document Info** from the File menu) of your document to 8 bit, 16 bit or 32 bit to add as many colors as you like.

To type in information, select the Text tool, click where you want your text and begin typing — there's no need to draw out a text block. You can use text created in another program (e.g., a word-processing application) by simply cutting or copying it to the Clipboard and pasting it into the template document.

Note: Cutting and pasting text from a word-processing program may result in loss of formatting information (such as italicized or bolded text).

Feel free to alter the memo's design by adding or deleting graphic elements, changing or erasing the Paint-layer texture along the memo's bottom edge, and so forth. The vertical word "Memo" is in the Draw layer. To edit the word (e.g., if you want to change it to "Meeting"), click it; the word flips horizontal and you can make any changes you want. When you're done, click outside the word again; it snaps back to its vertical position.


MEMO
Date: Month 0, 0000
From: Name
Company
Street Address
City, State, Zip Code
To: Name
Re: Lorem ipsum dolor sit amet, consectetaur adipiscing elit, sed diam nonmummy nibh euimod tincidunt ut laoreet dolore magna aliquam volutpat. Ut wisi enim ad minim veniam, quis nostrud exerci tation ullamcorper suscipit lobortis nisl aliquip ex ea commodo consequat. Duis ut autem vel eum iriuri dolor in hendreti in vulpulatebon consequat, vel illum dolore eu feuquat nulla facilis.
Lorem ipsum dolor sit amet, consectetaur adipiscing elit, sed diam nonmummy nibh euimod tincidunt ut laoreet dolore magna aliquam volutpat. Ut wisi enim ad minim veniam, quis nostrud exerci tation ullamcorper suscipit lobortis nisl aliquip ex ea commodo consequat. Duis ut autem vel eum iriuri dolor in hendreti in vulpulatebon consequat, vel illum dolore eu feuquat nulla facilis

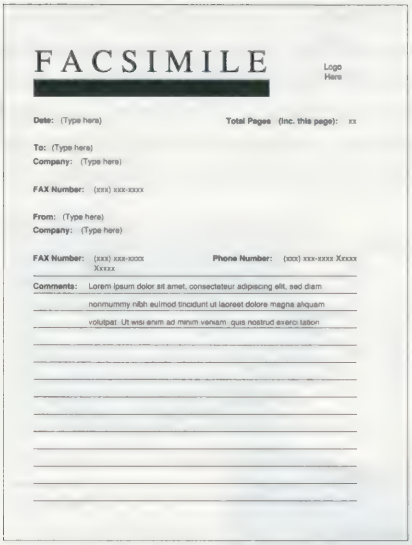
The Memo template.

Note: If you change the word "Memo," you may need to make some adjustments so the new text can fit in the vertical space; you can either change the point size for the rewritten "Memo" text, or overlap the texture along the memo's bottom edge.

FAX form

The FAX template is a one-page, black-and-white 8½" x 11" document.

To type in information, select the Text tool, click where you want your text and begin typing — there's no need to draw out a text block. You can use text created in another program (e.g., a word-processing application) by simply cutting or copying it to the Clipboard and pasting it into the template document.


FACSIMILE
Logo
Here
Date: (Type here)
Total Pages (Inc. this page): xx
To: (Type here)
Company: (Type here)
FAX Number: (xxx) xxx-xxxx
From: (Type here)
Company: (Type here)
FAX Number: (xxx) xxx-xxxx
Xxxxx
Phone Number: (xxx) xxx-xxxx Xxxxx
Comments: Lorem ipsum dolor sit amet, consectetaur adipiscing elit, sed diam
nonmummy nibh euimod tincidunt ut laoreet dolore magna aliquam
volutpat. Ut wisi enim ad minim veniam, quis nostrud exerci tation

The Fax form template.

Note: Cutting and pasting text from a word-processing program may result in loss of formatting information.

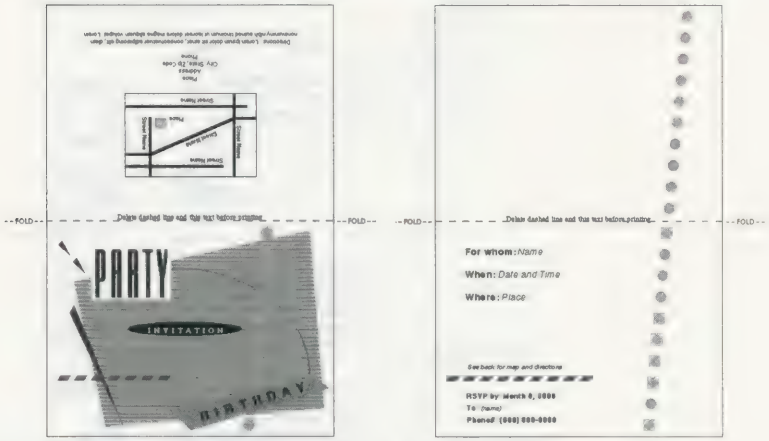
Because this template is fully editable, you can revise it any way you want. For example, you might try filling the "FACSIMILE" headline with a texture; if you use a Draw texture, it will print at the resolution of your printer.

Note: The words "Date", "To", "Company", etc., are locked objects. To unlock any of these, select it and choose **Unlock** from the Draw menu.

Party Invitation

Use the Party Invitation template to add an inexpensive personal touch to your get-togethers. It's a one-page, 8-bit color 8½" x 11" document you can easily modify to suit the occasion. You can reproduce a quantity of invitations by printing the document, photocopying as many as you need, then cutting out and folding the copies.

The word "PARTY" is a 300-dpi SuperBits object. Choose **Edit SuperBits** from the Draw menu if you want to edit it; you'll see the word magnified 400% in the Edit SuperBits window; you can erase the text and type in your own. Alternatively, you could delete the SuperBits object and type in new text in any font you choose; if you type into the Draw layer, the text will print at the resolution of your printer.



The Party Invitation template.

More tips:

- When printing a color document to a PostScript printer, make sure to select the *Color/Grayscale* option in the Print dialog box.
- Try replacing the background texture with another of those supplied, or even your own custom texture.
- Simply select and delete the placeholder text, then type in your own (e.g., the Directions section).
- Be sure to select and delete the dashed line and text above it before printing the document.
- Create a map using any of SuperPaint's draw tools and add it to your invitation.

Thank You Card

This template is provided in both black-and-white and color format, so it's available and ready to use on any Macintosh. It prints onto an 8½" x 11" sheet of paper, and can be cut out with scissors, then folded.

The Thank You card template.

If you want to enter your own message, remember that Draw-layer text will print at the resolution of your printer and is easy to edit; simply select the Text tool, click where you want your text and begin typing — there's no need to draw out a text block. You can use text created in another program (e.g., a word-processing application) by simply cutting or copying it to the Clipboard and pasting it into the template document.

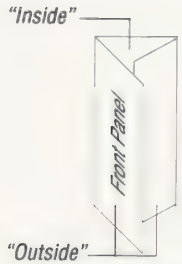
Note: Cutting and pasting text from a word-processing program may result in loss of formatting information.

Tips for using this template:

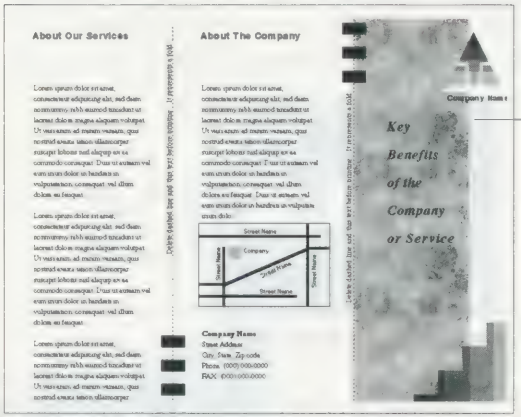
- If you have a color machine and a color or gray-scale printer, use the color template. If you are printing to a black-and-white printer, use the black-and-white template; touch it up with colored pencils or markers if you like.
- The words "THANK YOU" are a 300-dpi SuperBits object. To edit this text, choose **Edit SuperBits** from the Draw menu. You'll see the word magnified 400% in the Edit SuperBits window; you can erase the text and type in your own. Alternatively, you could delete the SuperBits object and type in new text in any font you choose; if you type into the Draw layer, the text will print at the resolution of your printer.
- Try replacing the background texture with another of those supplied, or even your own custom texture.

Brochure

The Brochure template is a one-page, 8-bit color 8½" x 11" document, designed to be folded twice to create a three-panel brochure.

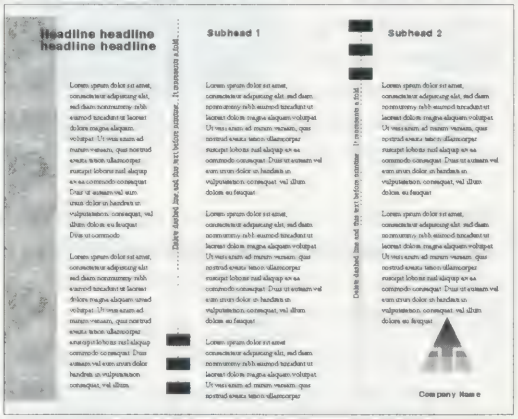


The "folded" brochure



Front panel

The "outside" of the brochure.



The "inside" of the brochure.

The Brochure template.

We created this template to give you a fast, easy way to create a simple business brochure; it's designed to accommodate your own business name and logo, address, business phone and fax numbers, and your company's key benefits.

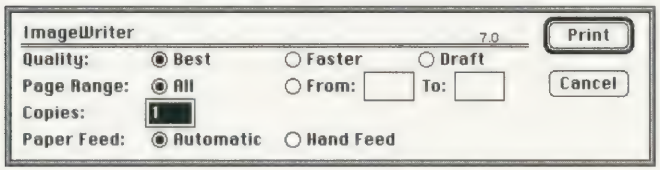
The Draw-layer text will print at high resolution and is easy to edit; select the Text tool, click where you want your text and begin typing — there's no need to draw out a text block. You can use text created in another program (e.g., a word-processing application) by cutting or copying it to the Clipboard and pasting it into the template document.

Note: Cutting and pasting text from a word-processing program may result in loss of formatting information.

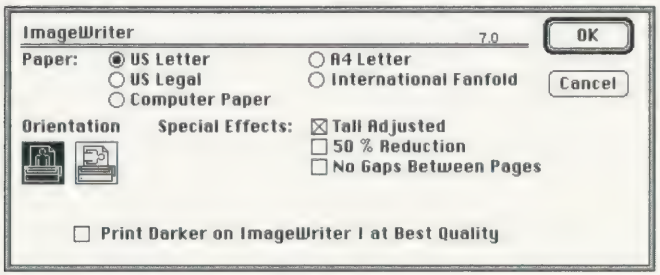
Color Printing to an ImageWriter

If you have a color Macintosh with color support and are either running System 7.0 or later or have the 32-bit QuickDraw extension installed, you can now print color SuperPaint documents in color to an ImageWriter II or ImageWriter LQ that has a four-color ribbon installed.

To print color documents to a color ImageWriter, first make sure you have the proper ImageWriter printer driver and a color ribbon installed. You can print any 8-, 16- or 32-bit document, as well as 1-bit documents that have any of the eight ImageWriter II or the eight Scrapbook colors assigned. From the Chooser, select the ImageWriter icon, then print as usual; the standard ImageWriter print dialog box appears.



Note: Before printing your color SuperPaint documents to an ImageWriter, it is recommended that you select the *Tall Adjusted* option in the Page Setup dialog box. This will prevent the page from being stretched vertically, so the printed image looks as close as possible to the image on your screen.



For optimum printed output quality, select the *Best* option in the ImageWriter Print dialog box; your image will print at double resolution on a standard ImageWriter, and triple resolution on an ImageWriter LQ. The *Faster* option will print your document more quickly and with greater contrast; SuperPaint documents will not print when the *Draft* option is selected.

Note: A new color ribbon in your ImageWriter will produce the best color quality, but you may experience darker colors bleeding over lighter ones.

Aldus SuperPaint 3.5

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